A01 - Large Vehicular Directional

Main version of vehicular directional sign; use on all major roadways to direct visitors to main parts of the park.

Color of background is based on location: Burgundy for Historical District and Teal for Shoreline.

A02 - Small Vehicular Directional

Smaller version of vehicular directional sign; use on all major roadways to direct visitors to main parts of the park, but where viewing distance in shorter due to trees, buildings, or shorter distance between signs.

Color of background is based on location:

- Burgundy for signs located in the vicinity of the Historical District
- Teal for signs located in the vicinity of the Shoreline and natural areas of the park.

A03 - Pedestrian Directional, Tall

Used for directing along pedestrial paths where destinations are not visible to the visitor. Locate at intersections where possible to maximize the number of pointers per pole.

Color of background is based on location:

- Burgundy for destinations in Historical District
- Teal for destinations in Shoreline
- Red for Emergency Services

A04 - Pedestrian **Directional, Short**

Used for directing along pedestrial paths where sign needs to be less obtrusive in the natural environment, such as along nature trails.

Color of background is based on location: • Burgundy for destinations in Historical Dis-

• Teal for destinations in

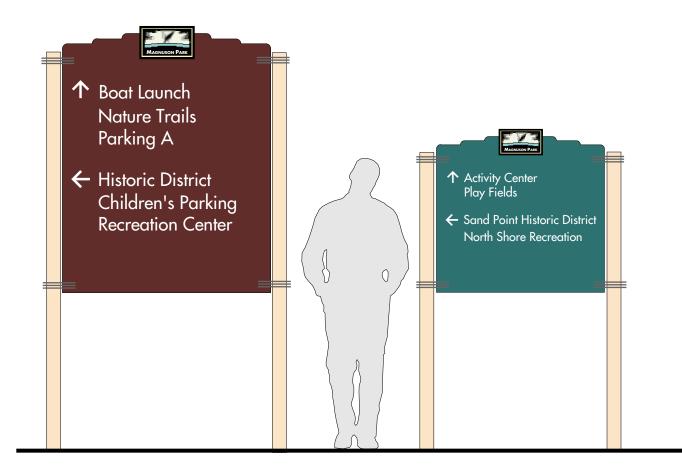
A05 - Accessible Route Advice Sign A06 - Accessible Route Warning Sign

These sign are used along accessible

A05: Mark entrances to accessible ramps or entrances which are not easily visible from the normal building approach A06: Mark paths adjoining the accessible route which are steeper than 1:10 and may present a wheelchair or ambulatory hazard.

The color of the upper portion of each sign helps signal its main function:

A05: Accessible Blue to signal access A06: Safety Yellow to signal warning



A02 Small Vehicular Directional

A03 Pedestrian Directional, Tall

A04 Pedestrian Directional, Short

A05 Accessible Route Advice Sign

A06 Accessible Route Warning Sign

A01

Large Vehicular

Directional

B01 - Large Destination I.D.

Used to mark the general area or key entrance area to major park functions. Destinations thus designated must receive significant public traffic or be a key functional area of the park. These destinations will always be listed on the A01, A02, A03 & A04 signs.

The list of suggested behavior is a "friendly" version of the basic park rules and the language should be brief and positive.

Color of background:

- Burgundy for Historical District
- Teal for Shoreline

B01 - Variataions by Destination

The following destinations are currently designated to receive the B01 sign type:

- Kite Hill
- Dog Off-Leash Area
- Boat Launch
- Promontory Point
- Nature Trails

The symbol attached to each sign illustrates the spirit of the activity which occurs here and should be simple and fun in its rendering.

B02 - Special Activity I.D.

Used to mark smaller activities and sub-categories of major activities. Sign panel size may vary with text.

The symbol attached to each sign illustrates the spirit of the activity which occurs here and should be simple and fun in its rendering.

- Color of background: Burgundy for Historical District
- Teal for Shoreline

B03 - Special Activity I.D., Wall Mount

Used to mark smaller activities and subcategories of major activities where structure existing upon which to mount the sign.

No illustration is used.

Color of background: • Burgundy for Historical District

• Teal for Shoreline

B04 - Large Building I.D.

This sign is used in front of park building which contain tenant or park functions whose name must be marked from the road.

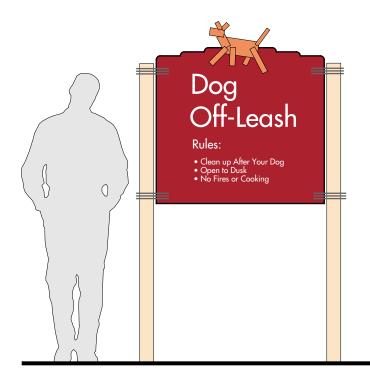
The sign structure should remain neutral park colors, while the park logo and region colors should be used.

This sign type may need to list a group of park functions instead of simply one name, but if park functions are mixed with a group of tenants in the same building, a separate T01 sign should be used. If only one tenant is present in addition to park functions, the tenant name may appear on a separate B04.

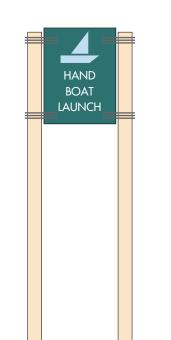
B05 - Small Building I.D.

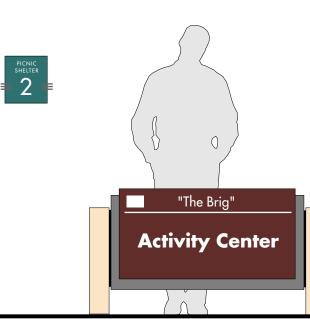
Smaller version of B04 which should be used where the viewing distance is smaller and/or the scale of the surrounding landscape would not accept the larger B04.

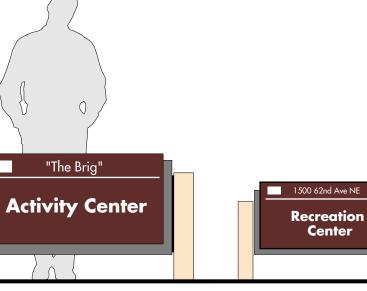
This sign type relates to T01 - Tenant Directory, except that the tenant directory sign indicates an address or building number at the top of the series of tenant I.D. panels.











B01 Large, Destination Identification

B01 (Variation) Large,

Destination Identification

B02 **Special Activity** Identification

B03 **Special Activity** Identification, Wall Mount

B04 Large Building Identification

B05 Small Building Identification

B06 - Historic Building Numbers

This design is used to restore the original building numbering from the Naval Base which remains on some park buildings. It is meant to replace or fill in missing numbers which were part of the original numbering scheme for the base.

It may be used in addition to other I.D. signs which provide specific functional names for services or tenants in the park. It is located in the traditional place for each building according to historic documents, or adjusted slightly for better sightlines.

Color should be black or metal finish to fit with the style of the building in questions, but all such sign type should use the same typeface.

B07 - Typical Address Numbers

All buildings in the park should have address numbers if they are situated on a named or numbered street.

They serve as mail delivery or wayfinding aids to confirm any exterior signage which may exist.

Color should be black or metal finish to fit with the style of the building in questions, but all such sign type should use the same typeface.

6208

B08 - Parking Lot I.D.

Each parking area in the park should be marked at it entrance with this sign giving the main parking designation.

Sign is two-sided and may need to be repeated on some large lots on lots with unusual proportions.

B09 - Boat Launch Sign

This unique sign is used to control the vehibular traffic according to whether they are boats on trailers or empty trailer. Sign is onesided to face incoming traffic. Don't post other signs on these poles.

LANE

Only

B10 - Restroom Door Sign

Use to mark ADA-required sign on exterior door or adjacent wall for public restrooms.

B11 - Projecting Restroom Sign

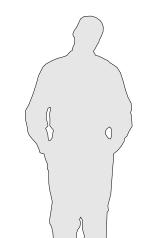
This sign is used to mark one or more restrooms by projecting from the upper wall on or near to the centerline of the restroom doors.



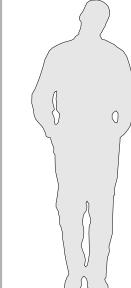
Pick-up











B06 Historic Building Numbers

B07 Typical Address Numbers

B08 Parking Lot Identification Sign

B09

Boat Launch Lane Sign

B10 Restroom Door Sign

C01 - Campus Directory Map, Large

Use at major entrances and areas of large public traffic to post a map of the entire park area, at an appropriate scale.

Map should contain all park destinations, services, functions, ADA accesses, emergency functions, and uses text and symbols for legibility.

Below the map is a zone for brochure racks (for paper park maps) and a place for incidental park rules and other text.

C02 - Campus Directory Map, Small

Similar to C01, except 3/4 scale.

Use this size in the Historic District or other areas, such as the Nature Trails where a larger sign would be intrusive.

N01 - Interpretive Sign

Used to contain historic or environmental interpretive information, photos, and diagrams.

This sign is a first

R01 & R02 - Stop & Yield Signs

These are standard DOT traffic signs on a custom pole.

They should be used to enhance the park's traffic and safety format as being typical of a portion of the city.

R03 - Custom treet Sign

Use on all streets in the park which use a name which appears on the park map.

This will enhance the wayfinding experience when used with the new address numbers in Sign Type B07.

R04 - Park Rules & Regulations Sign

Custom pole and support structure to hold standard park rules and regulations in new graphic format, but which meet City legal requirments.

